

1. Loophole (handgun)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	6
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Street Gang (handgun)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Garage Stickup (handgun)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Stage 2 Classifier (handgun)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. 3 in a Row (rifle)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	3 paper,	Total	3 targets	Strings	2
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. Bank Robbery (rifle & handgun)

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

7. DMG Classifier (String 1 & 2)

No image

Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	4 paper,	Total	4 targets	Strings	2
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					